L Number	Hits	Search Text	DB	Time stamp
1	6942	memory adj management	USPAT; EPO; JPO	2002/08/19 08:18
2	137	(memory adj management) and (memory adj full)	USPAT; EPO; JPO	2002/08/19 08:19
-	12194	pachinko	USPAT; EPO; JPO	2002/08/19 08:18
-	478	frame adj capture	USPAT; EPO; JPO	2002/08/15 10:05
-	37	pachinko and history	USPAT; EPO; JPO	2002/08/14 11:12
-	41	(frame adj capture) and history	USPAT; EPO; JPO	2002/08/14 11:12
-	4	((frame adj capture) and history) and (slot or slots)	USPAT; JPO	2002/08/14 11:51
-	19	history adj frame	USPAT; JPO	2002/08/14 11:51
-	937	(frame adj buffer) and game	USPAT; JPO	2002/08/15 10:13
-	43	(game adj history)	USPAT; JPO	2002/08/14 14:07
-	3	(frame adj buffer) and ((game adj history))	USPAT; JPO	2002/08/14 14:07
-	3	(capture or storing or capturing or store or obtaining or obtain or record or recording or log or logging) adj (game or amusement or video) adj (history or usage)	USPAT; JPO	2002/08/14 15:34
-	3	(capture or storing or capturing or store or obtaining or obtain or record or recording or log or logging) adj (game or amusement or video) adj (history or usage)	USPAT; EPO; JPO; DERWENT	2002/08/14 15:36
-	7	((win or winning or loss or losing) near history) and game	USPAT; JPO	2002/08/15 10:00
-	9083	frame adj buffer	USPAT; JPO	2002/08/15 10:07
-	726	(screen adj capture) or (frame adj capture)	USPAT; JPO	2002/08/15 10:14
-	90	((screen adj capture) or (frame adj capture)) and history	USPAT; JPO	2002/08/15 10:14
-	65	(((screen adj capture) or (frame adj capture)) and history) and (game or video)	USPAT; JPO	2002/08/15 10:15
-	13	(((screen adj capture) or (frame adj capture)) and history) and (game)	USPAT; JPO	2002/08/15 12:44
-	409	((gaming or amusement or entertainment) near (device or system or console or machine)) and playback	USPAT; JPO	2002/08/15 10:42
-	187	(((gaming or amusement or entertainment) near (device or system or console or machine)) and playback) and frame	USPAT; JPO	2002/08/15 10:27
-	36	((((gaming or amusement or entertainment) near (device or system or console or machine)) and playback) and frame) and capture	USPAT; JPO	2002/08/15 10:28
-	428	((gaming or amusement) near (device or system or console or machine)) and security	USPAT; JPO	2002/08/15 10:46
-	65	(((gaming or amusement) near (device or system or console or machine)) and security) and history	USPAT; JPO	2002/08/15 11:00
-	2023	slot and (security adj system)	USPAT; JPO	2002/08/15 11:04
-	56	((slot or video) adj machine) and (security adj system)	USPAT; JPO	2002/08/15 11:13
-	92	display same (high adj (score or scorer))	USPAT; JPO	2002/08/15 11:16
-	3835	pachinko and display	USPAT; JPO.	2002/08/15 12:45
-	0	(pachinko and display) and (transaction adj history)	USPAT; JPO	2002/08/15 12:45
-	0	(pachinko and display) and (usage adj history)	USPAT; JPO	2002/08/15 12:45
-	0	(pachinko and display) and (user adj history)	USPAT; JPO	2002/08/15 12:45

-	22	(pachinko and display) and history	USPAT; JPO	2002/08/15 12:46
-	5	game adj history adj information	USPAT; JPO	2002/08/15 16:18
-	7	game near history near information	USPAT; JPO	2002/08/15 16:22
-	51	player near history	USPAT; JPO	2002/08/16 13:17
-	17	(player near history) and ((multiple or different or various or many) near (machines or stations or games))	USPAT; JPO	2002/08/16 13:35
-	5	(player near history) and ((multiple or different or various or many) near (machines or stations))	USPAT; JPO	2002/08/16 14:03
-	1	communications near link near external adj memory	USPAT; JPO	2002/08/16 13:39
-	14116	external adj memory	USPAT; JPO	2002/08/16 13:41
-	0	(external adj memory) and (video adj slot adj machine)	USPAT; JPO	2002/08/16 13:42
-	22	(external adj memory) and (slot adj machine)	USPAT; JPO	2002/08/16 13:42
-	3653	history and ((multiple or different or another or second) adj2 (machine station or device))	USPAT; JPO	2002/08/16 14:08
-	1558	history and ((multiple or different or another or second) adj1 (machine station or device))	USPAT; JPO	2002/08/16 14:19
-	1	(gaming adj machine) and controller and (frame adj buffer) and (memory or storage)	USPAT; JPO	2002/08/16 15:20
-	0	5971851.pn. and printer	USPAT; JPO	2002/08/16 15:23
-	490	color adj reduction	USPAT; JPO	2002/08/16 16:37
-	0	(5971851.pn. and frame) and compression	USPAT; JPO	2002/08/16 16:12
-	1	(color adj reduction) and encryption	USPAT; JPO	2002/08/16 16:26
-	3421	compression adj algorithm	USPAT; JPO	2002/08/16 16:32
-	0	(color adj reduction) and (save adj space)	USPAT; JPO	2002/08/16 16:37
-	97	(color adj reduction) and (minimize)	USPAT; JPO	2002/08/16 16:38
-	1	(color adj reduction) and (minimize adj space)	USPAT; JPO	2002/08/16 16:38